

Games People Play™

GOLDEN NUGGET 64™

Instruction Manual



SOLD BY



NINTENDO 64



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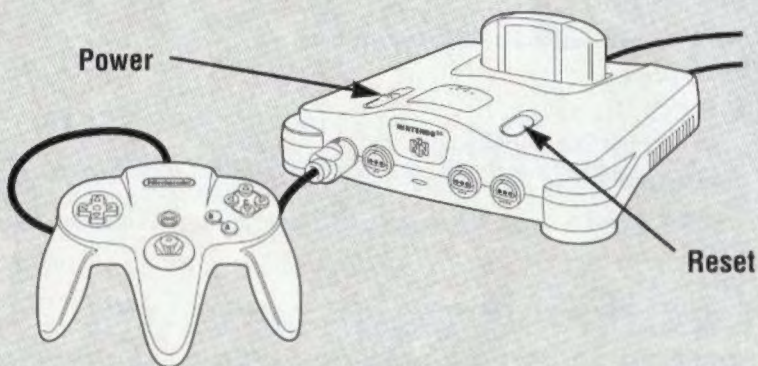




INTRODUCTION

Welcome to Golden Nugget 64 - the most exciting casino gaming compendium ever. Golden Nugget 64 offers over a dozen games of chance to challenge and thrill you, with all the odds, payoffs and rules of the real thing. From Roulette to Craps, Slots to Blackjack, you'll enjoy casino gaming the way it was meant to be played—in a four-star casino paradise.

This manual is designed to familiarize you with the various rules of the casino games and the commands and options you will be using in each game. You are about to step into a world of legendary casino gaming. Enjoy!



WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

Turn the Power OFF on your N64. Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place. Turn the power switch ON.



CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the right) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

This game is compatible with the Controller Pak™. Before using this accessory, please read the Controller Pak™ instruction booklet carefully. Follow the on-screen instructions to determine when you should insert or remove the Controller Pak™.



GETTING STARTED

Menu Controls

Control Stick - Move up or down, right or left, to highlight menu choices.

Control Pad - Manipulate up or down, right or left to highlight menu choices.

A button - Press to confirm menu selection.

B button - Press to cancel selection or back up to previous screen.

L button - Press to activate/deactivate a Help Menu.

Main Menu

The Main menu allows you to choose from 4 selections: **Start Game**, **Big Winners**, **Options** and **Slide Show**.



Start Game

Start Game is the option that you will choose to enter the casino to play.

Big Winners

Big Winners is a set of screens that lists each game's high scores. You can cycle through the various games/categories by pressing up or down. There are two categories for each game: Best Single Hands/Shoots/Spins or Jackpots and Best Overall Session. The top five players will be listed. The top ten player purses will be listed as a separate category. Players who reach or exceed \$10 million will be inducted into the Hall of Fame, the final category.





Big Winners Controls

Control Pad/Stick - Manipulate up or down to page through screens/categories.

Control Pad/Stick - Manipulate left or right to page through player classes/rank.

B Button - Press to back up to previous screen/area.

L Button - Press to activate/deactivate a Help menu.

Options

Options is the menu which lets you set your preferences for several features, including sounds, CPU opponent attendance and cameras.

Option Menu Controls

Control Pad/Stick - Move up or down to change options.

Control Pad/Stick - Move right or left to change settings.

A Button - Press to activate/deactivate option.

B Button - Press to back-up to previous screen.

L Button - Press to activate/deactivate a Help Menu.

The following choices are available from the Options menu:

Music Volume

This allows you to adjust the volume of the ambient music. Slide the volume bar left (lower volume) or right (raise volume).



Sound Effects Volume

This allows you to adjust the Sound Effects volume. Slide the Sound Effects volume bar left (lower volume) or right (raise volume).

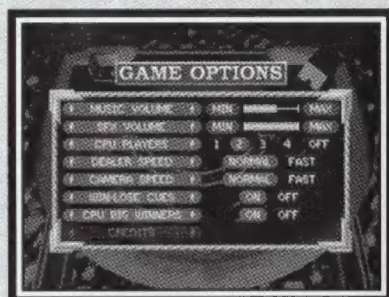


CPU Players

This allows you to select whether or not you choose to be joined by CPU players during your game. Highlight the number of CPU players you wish to have present. Highlight Off for no CPU players. **Note:** Poker games will always have 3 CPU players present.

Win/Lose Cues

This option allows you to decide whether or not you choose to view the win/lose cues after each game or hand. Highlight On or Off.



Dealer Pace

This option allows you to set how fast the dealers deal the cards. Highlight Normal or Fast.

Cameras

This option allows you to set the pace of the camera's transitions between places or actions. Highlight Normal or Fast.

CPU Big Winners

This option allows you to disable CPU players on the Big Winners Board.

Credits

This option allows you to view Golden Nugget 64's credits screen to read a list of the people who worked on the game.

Slide Show

This is the option to choose if you want to see views of the actual Golden Nugget Hotel and Casino.







Multiplayer Mode

Many of the games will appear in split-screen mode when multiplayer play is selected (Blackjack multiplayer is the only exception). Each player can place and edit their bets independently of the other players. Once bets are placed, the screen joins back together. **Note:** multiplayer mode is not available for 5-Card Draw, 7-Card Stud, Texas Hold 'Em, Video Poker or Slot Machines.

Start Game/Enter Casino

Once you have passed through the initial screens, menus and player registration, you are ready to enter the casino. At this point, you will be able to select and play the many casino games found in Golden Nugget 64.





SELECTING A GAME

You will select the game you wish to play in the Game Selection room, which features the different tables and machines available. **Note:** some games like Slots, Video Poker and the table Poker games are strictly single-player games and can only be played from Controller #1. At some point during play, one or more of the game tables in the Game Selection room may be dark. This indicates that the player does not have enough money to play the darkened game table(s).



Game Selection Controls

Control Pad/Stick - Move left or right to select menu choice.

A Button - Press to confirm menu choice.

B Button - Press to back-up to Start Menu.

IN-GAME CONTROLS

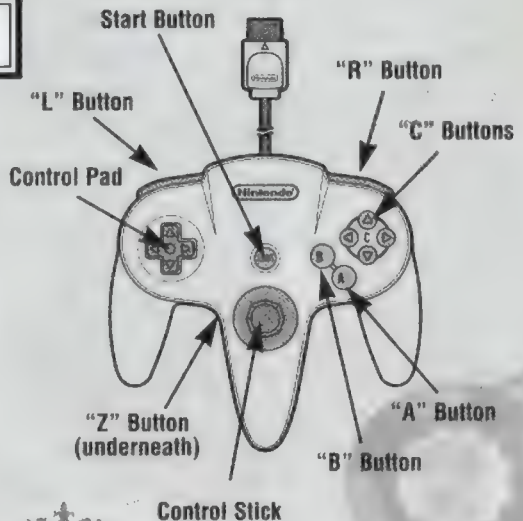
Please note these abbreviations used in the in-game control descriptions below:



PK = Poker. Any function listed with a PK only applies to poker games.



BJ = Any function listed with a BJ only applies to Black Jack games.





Card Game Controls

- Control Pad/Stick** Move left or right, up or down, to select/highlight menu choices (PK=Selects/highlights cards.)
- Start** Press to bring up Pause menu.
- A Button** Press to select menu option or to increase bet amount.
- B Button** Press to reduce bet amount.
- Z Button** Press to proceed/confirm bet(s).
- R Button** Press to toggle bet window and player purse.
- L Button** Press to show button layout.
- C Button** (Up, Down, Right, Left) Buttons vary by card game.

Roulette Game Controls

- Control Pad/Stick** Move left or right, up or down, to select/highlight bet areas/menu choices.
- A Button** Press to confirm menu choice or add bet.
- B Button** Press to subtract from bets.
- Z Button** Press to proceed/confirm bet(s)/spin wheel.
- R Button** Press to toggle bet window and player purse.
- L Button** Press to show button layout.
- Left C Button** Press to view bet amounts.
- Down C Button** Press to view current stakes.



General Game Control Configuration

Craps Game Controls

- Control Pad/Stick** Move left or right, up or down, to select/highlight bet areas/menu choices or to shake dice (control stick).
- Start** Press to bring up Pause menu.
- A Button** Press to throw dice, confirm menu choice, add to bet.
- B Button** Press to subtract from bet.
- Z Button** Press to proceed/confirm bet(s).



<i>R Button</i>	Press to toggle bet window and player purse.
<i>L Button</i>	Press to show button layout.
<i>Left C Button</i>	Press to view bet amounts.
<i>Down C Button</i>	Press to view the current stakes.

Slot machine Game Controls

<i>Control Stick</i>	Move left or right, up or down, to select/highlight buttons/coin drop/pull slot arm.
<i>Control Pad</i>	Move left or right, up or down, to select/highlight buttons/coin drop.
<i>Start</i>	Press to bring up Pause menu.
<i>A Button</i>	Press to push buttons/drop single coins.
<i>B Button</i>	Remove hand slot arm.
<i>Z Button</i>	Press to proceed/confirm/hand to slot arm.
<i>R Button</i>	Press to insert 10 Credits.
<i>L Button</i>	Press to show button layout.
<i>Down C Button</i>	Press to view current stakes.
<i>Right C Button</i>	Press to view payout chart.

Video Poker Game Controls

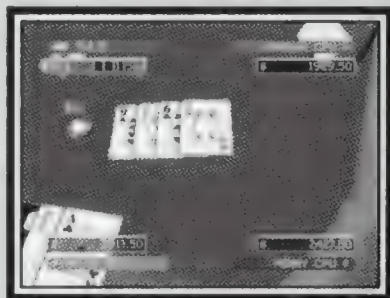
<i>Control Pad/Stick</i>	Move left or right, up or down, to select/highlight buttons during betting, or cards during play.
<i>A Button</i>	Push button or insert single coin during betting, or drop/un-drop cards during play.
<i>Z Button</i>	Confirm Coins/Deal cards.
<i>R Button</i>	Press to insert 10 Credits.
<i>L Button</i>	Press to show button layout.
<i>Down C Button</i>	Press to view current stakes.



BETTING

Player Purse

The player purse shows you how much money you have. In the event you want to adjust the amount of a bet, you may do so by calling up the editable bet window by pressing the R button. This window consists of five boxes lined up horizontally. Each box can house a digit (0-9). These digits represent the amount that you wish to bet. This amount cannot exceed your total purse amount. If you wish to remove your bet, you may do so by pressing the B Button before confirming your bet. Each press will subtract the amount that currently shows in the editable bet window.



Betting Controls

Control Pad/Stick Move left or right, up or down, to select/highlight bet areas/manipulate bet amount.

Start Press to bring up Pause Menu.

A Button Press to place/add to chip stack(s)/bet(s).

B Button Press to remove/subtract from chip stack(s)/bet(s).

Z Button Press to confirm bet(s)/begin play.

R Button Press to toggle between bet window and player purse.



Table Stakes

After you select a game to play, you are presented with an opportunity to set the minimum and maximum bets, or stakes, for the game you have chosen to play. The stakes available for you to play are limited only by the amount of money you have. You can change the stakes of any game during the betting round for that game. When playing multiplayer, the stakes available are limited by the player with the least amount of money.

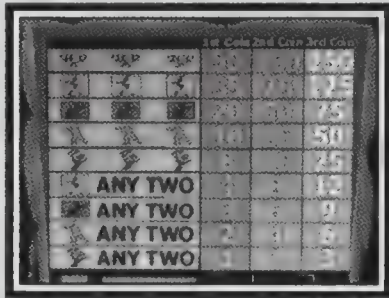
The six sets of stakes for each game are as follows:

Craps/Roulette/Baccarat (Mini)/Big Six/Black Jack:

\$1-\$200	\$100-\$500	\$250-\$1,000
\$1,000-\$5,000	\$5,000-\$20,000	\$10,000-\$50,000

Slot Machines/Video Poker:

\$0.25	\$1
\$5	\$10
\$25	\$100



Five Card Draw/Seven Card Stud/Texas Hold'em:

\$5-\$10	\$10-\$25	\$25-\$50
\$100-\$500	\$1,000-\$5,000	\$5,000-\$10,000

WINNINGS/STATS

At any point in a game, you may pause the game and select the Winnings - Stats option from the Pause menu. This brings up a screen that lists your statistical information. That list includes:

Player Name

Shows your name.

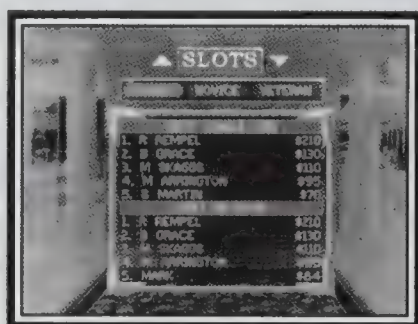
Total Purse

Shows your total purse amount.

Success rate (Per Game)

Shows your percentage of wins to total wagers/bets placed.

(9 wins in 10 bets = 90%)



SLOTS	
WAGER SYSTEM	
1. R. KEMPEL	\$210
2. B. GRACE	\$130
3. M. SKAGGS	\$110
4. M. WARDLOW	\$95
5. S. MARTIN	\$75
1. R. KEMPEL	\$210
2. B. GRACE	\$130
3. M. SKAGGS	\$110
4. M. WARDLOW	\$95
5. M. HARRIS	\$64

Wagers placed (Per Game)

Shows the total number of wagers/bets you have placed.

Best Single Win (Per Game)

Shows the highest amount you have won in a single spin/pot/hand/shoot/jackpot payoff.

Best Session (Per game)

This is the highest amount you have won in a single sitting (from first hand/game, to last).



Average Wager (Per Game)

This is the total amount you have wagered, at a particular game, divided by total number of wagers at that game.

Largest wager (Per Game)

Largest wager you have placed that game.

Player Rankings/Classes

Golden Nugget 64 uses a three-tiered player ranking system independent of the stakes system, that will identify the skill level of the players, based on the highest total amount of money that they have possessed in their purse. A fourth tier retires players once they have reached the maximum amount of money allowed (\$10,000,000). If you reach or exceed that amount, you will be notified that your character has reached Hall of Fame status, you will have the option to reset that character's purse, or delete that character. Players will further be identified by jewels next to their player name representing that player's class/ranking.



A screenshot of a "BLACK JACK" game screen. The screen displays a list of player rankings and their corresponding amounts. The list is divided into two sections, each with a header "1. R. NEMPEL" and "2. B. GRACE". The first section shows a list of players and their amounts, while the second section shows a list of players and their amounts. The screen is framed by a decorative border.

BLACK JACK	
1. R. NEMPEL	\$210
2. B. GRACE	\$190
3. M. SCOTT	\$110
4. W. WASHINGTON	\$25
5. S. MARTIN	\$20
1. R. NEMPEL	\$210
2. B. GRACE	\$190
3. M. SCOTT	\$110
4. W. WASHINGTON	\$25
5. S. MARTIN	\$20



The player rankings/classes are as follows:

Casual Player

This is a player that has never reached or exceeded \$25,000 in their total purse. (A single jewel appears for this ranking).

Novice Gamer

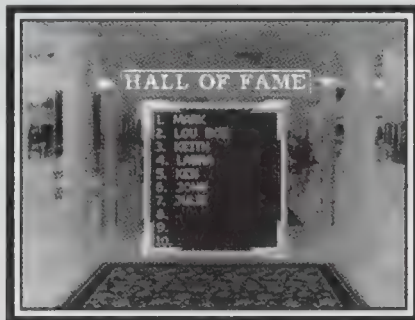
This is a player that has, at some point, reached or exceeded \$25,000 in their total purse, but has not reached or exceeded \$100,000. (Identified by two jewels next to name).

Veteran Gamer

This is a player that has, at some point, reached or exceeded \$100,000 in their total purse, but has not reached or exceeded \$10,000,000. (Identified by three jewels).

Hall Of Famer

This is a player that has reached or exceeded \$10,000,000 (Identified by four jewels next to name).



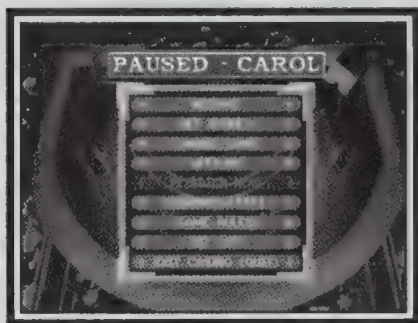


If you reach the next player class/rank while playing, the screen will transition into a congratulatory screen that acknowledges your feat. If you reach Hall of Fame status, you will be given the options of resetting your purse and continuing to play, allowing for future viewing in the Hall of Fame, or deleting the character.

PAUSING A GAME

Pause Menu

Any player may pause the game by pressing the Start button on their controller. This will cause the screen to dim while a menu pops up, which signals that the game is paused. Once a player has paused the game, that player will be in control of the Pause menu that pops up.



The Pause Menu contains the following choices:

Resume

This is the option to exit the Pause menu and return to the game that is currently being played.

Set Stakes

This is the option that the player must choose in order to set the Minimum/Maximum betting amounts for the current game. If the player is in the middle of a hand or game, this choice will be dimmed to indicate that it is not an appropriate time to change it. Once the player has

confirmed this selection, a small menu will pop up offering up to six ranges of stakes, one of which the player may set as the current stakes. These ranges are dependent upon what game is being played. **Note:** All players must have enough money to cover the minimum bet or the stakes range will be dimmed and unselectable.



Change Game

This is the option that a player must choose in order to leave the current game and select a new one. Once selected, the screen will transition back to the Game Selection hub, where they may choose which game they wish to play.



Options

This is the option that the player must choose if they wish to visit the Options menu. Once they have finished dealing with that menu, they will be taken back to the Pause menu, where they may make another choice or resume the game.



Register Now

This option allows unregistered players to register.

Winnings - Stats

This is the option that the player must select in order to view their gaming performance and statistics.



Game Rules

This option shows the rules of the game you are playing.

Sit Out

This is the option that the player must choose when they wish not to participate in the current game, without having to quit. This option also opens up a seat at the table that CPU players may occupy in the player's absence.



Exit Casino (Quit)

This is the option that the player must choose in order to quit the game completely and return to the Start screen. Unregistered players will have their purses reset. Registered players will have to re-register to continue their game.

Pause Menu Controls

Control Pad - Manipulate left or right, up or down, to highlight menu choices. Press "A" to confirm menu selection. Press "B" or "Start" to return to the game in progress.



JOINING, LEAVING AND SAVING GAMES

Joining a Multiplayer Game in Progress

During initial betting a player can join in by pressing Start on an unoccupied controller. If a game is in the middle of a hand, a "Please Wait" message will appear. Once it is appropriate to join, the game will be paused and the new player will be given the choice to Register Now, Register Later or Cancel. Once the choice has been made, play will resume.

Sit Out/Exit Casino

Any player can leave a game in progress by pressing Start. This will bring up the Pause menu with the choice to Sit Out or Exit Casino (Quit). Quit takes you completely out of the game. **Note:** If Player One quits, all players must leave.

Changing a Game

Any controller (1-4) can elect to change the current game by pressing Start. This will bring up the Pause menu and the choice to Change Game. Once selected, the game will return to the Game Selection room.

Auto Save

Saving purse and game result information requires the use of a "Controller Pak". Golden Nugget 64 offers a save feature that allows you, once registered, to save your character's name, status, purse and records. **Saves occur automatically after every hand or game is completed.** Once you have registered your character to a particular Controller Pak, you will be required to have that inserted in any one of the connected controllers during save situations. If that Controller Pak is not inserted, a warning will pop-up stating that information cannot be saved without it.



Warning: Because saving is automatic in GN64, if you remove the Controller Pak at any point during play, your game results and purse amount will not be saved until you re-insert your Controller Pak. If you "Exit The Casino", or shut off your Nintendo 64, without your Controller Pak inserted, the latest purse and games results information may not be saved for all players registered and saving to that Controller Pak.

TEXT HELPERS

"Text helpers" will appear as small colored boxes next to different items. When a text helper is near a stack of chips, it will show the dollar amount of that stack of chips. When next to a set of cards, it will describe the type of hand the player has. To call up the text helpers, press the Left C button.

GAME RULES

In any game, you can access a rules screen that will give you the basic rules in playing the game. Just press Start to bring up the Pause menu and then select Game Rules.

GAME DESCRIPTIONS/INSTRUCTIONS

5-CARD DRAW

General Description and Rules

5-Card Draw is one of the most commonly known versions of Poker. The "draw" in 5-Card Draw refers to the fact that the player has the option to discard and pick up replacement cards in an attempt to better his or her hand.





To begin, each player must “buy in” (“Ante”) by paying a commission to the House (10% of table minimum). The play begins with 5 cards being dealt to each player. Once all the cards are dealt, the first player to the left of the “Dealer” puck must place the opening bet. Each player after the first has the option to raise the current bet amount, match it by choosing to “call”, or fold. Next, each player is given the opportunity to better his hand by discarding some cards. Normally, up to 3 cards can be chosen for discard, but 4 cards may be dropped if the remaining card is an ace. Once the dropped cards are replaced, the final round of betting begins. A round of betting may include a maximum of 3 “raises” to the current bet amount and ends when all remaining players “call” the current bet amount. After the betting round is complete, all cards are shown and the player with the best hand is determined to be the winner.

The Following is a breakdown of the order in which hands or cards win-High Card being the lowest, Royal Flush being the highest:

Royal Flush (Ace,K,Q,J,10 of same suit)

Straight Flush (five cards of the same suit in numerical order)

Four of a Kind (four cards of the same face value)

Full House (one pair plus three of a kind)

Flush (5 cards of the same suit)

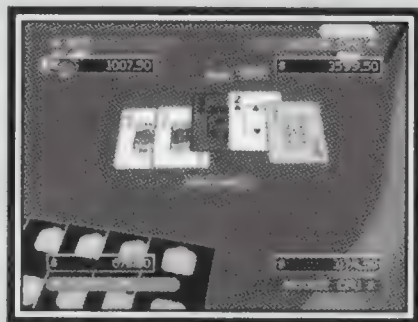
Straight (5 cards in numerical order)

Three of a Kind (3 cards of the same face value)

Two Pair (one pair of one face value and another pair of a different face value)

Pair (two cards of the same face value)

High Card (single card values descend from Ace,to King, on down to 2)



Note: Multiplayer mode is not available for 5-Card Draw.

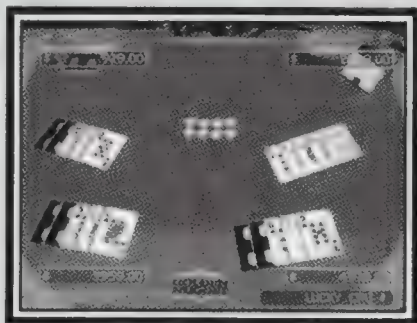
7-CARD STUD

General Description and Rules

To begin, each player must “buy in” (“Ante”) by paying a commission to the House (10% of table minimum). Each player is first dealt three cards, one at a time, beginning with the player to the dealer’s immediate left. The first two cards are dealt face-down and the third card is dealt face-up. A round of betting takes place, with the lowest face-up card opening the round. A player may fold at any time, with the exception being that if the player had the lowest face-up card in the first round of betting, the player must open the round. A fourth card is dealt face-up by the dealer to the remaining players. Another round of betting commences with the highest showing hand opening the round. Fifth and sixth cards are dealt face-up to each remaining player, with a round of betting following each. A seventh card is dealt face-down to each remaining player. A final round of betting ensues. After the final bet has been made, the players turn their cards up. Each player forms the best possible five-card hand from their seven available cards with the pot going to the highest hand.

Rank of Hands:

- Royal Flush
- Straight Flush
- Four of a Kind
- Full House
- Flush
- Straight
- Three of a Kind
- Two Pair
- Pair
- High Card



Note: Multiplayer mode is not available for 7-Card Stud.



BLACKJACK

General Description and Rules

The objective in Blackjack is to beat the dealer by drawing cards totaling closer to 21 than the dealer draws. You can win in one of two ways: by having a higher card total than the dealer, or if the dealer "busts." When either the dealer or the player draw cards totaling more than 21, they have busted and are losers. If the player ties the dealer, it is a "push" and neither party wins or loses.






Before the cards are dealt, each player places their bet in front of them. Each player is dealt two cards, face-up. The dealer also takes two cards, one face-down (the "hole" card) and one face-up (the "up" card). The cards are dealt one at a time, clockwise, with the player to the dealer's immediate left receiving the first card. A card's point value is the same as its face value. For example, a 5 is worth 5 and a 10 is worth 10. All face cards have a value of 10 and Aces have a value of 1 or 11, whichever better serves the hand. If the first two cards the player receives are an Ace and a 10-value card, the player has a Blackjack, the strongest hand possible. This is an automatic winner unless the dealer also has a Blackjack. The player's bet is paid at 3 to 2 (1.5 to 1).

Stand or Hit- If the player does not have a Blackjack with the first two cards, the player may elect to Hit (draw additional cards) or Stand (draw no additional cards). The dealer must Stand on all hands of 17 or more and must



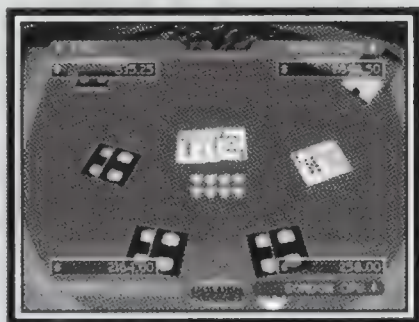
Hit on all hands of 16 or less. The dealer must also hit "Soft 17"—a hand of 17 which contains an 11-valued Ace. There is no limit on the number of cards a player may draw as long as the total value of the player's hand does not exceed 21.

-  **Double Down** - After having been dealt the first two cards, the player may elect to Double Down, if he has sufficient funds. To do this, the player places a additional bet equal to the original bet. The player then receives one, and only one, additional card, dealt face-down.
-  **Split** - If the first two cards dealt to the player are a matching pair, the player may elect to split the pair, if he has sufficient funds. For example, the player's first two cards are 7's. The player then places an additional bet equal to the original bet and is automatically dealt one card each. Now the player is playing two hands. The player draws cards on the first 7 until satisfied and then in turn, the second 7. If the first card dealt to either split is another 7, the pair may be split again. In other words, a split pair may be resplit. The exception to this rule is a pair of Aces. Aces may be split, but when the player splits Aces, only one additional card will be dealt to each Ace (similar to doubling down).
-  **Insurance** - If the dealer's up card is an Ace, she will offer "insurance" to the player before she peeks at the hole card to see if she has a Blackjack. To buy insurance, the player must place a bet equal to half of his or her original bet on the table. If the dealer has Blackjack, the player loses the original bet, but is paid on the insurance bet at 2 to 1. This is actually a push, since the player loses no money. If the dealer does not have a Blackjack after having peeked at her hole card, the player loses the insurance bet, but retains the original bet and the game continues.

TEXAS HOLD 'EM

General Description and Rules

First the "Little Blind" places a bet which is 50% of the table minimum. Then the "Big Blind" places a bet which is the table minimum. Each player is first dealt two cards, face-down and one at a time, beginning with the player to the dealer's immediate left. This player is known as the "Little Blind Bettor." The player to the



left of the "Little Blind Bettor" is known as the "Big Blind Bettor." The player closest to the left of the dealer begins this clockwise rotation to begin each new hand, so that all players will have the opportunity to be the "Blind." Betting rotates in a clockwise fashion. A player may raise, call or fold. Players may not "pass" or "check" during the first round of betting. After this initial round of betting, three cards are dealt face-up in the center of the table. This is known as the "flop." These cards are used collectively by all of the players to form the best possible hand. Another round of betting takes place, with the initial "Little Blind" bettor placing the first bet. In the event that the "Blind Bettor" has folded, the next active player to the immediate left assumes that duty.

Two more cards are dealt face-up, one at a time in the center of the table, with a round of betting after each card. The highest ranking card wins the pot. If all the other players have folded, then the last remaining player wins the pot.



Rank of Hands:

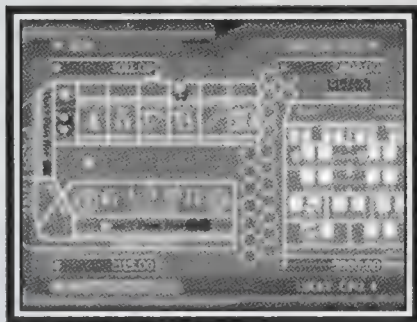
Royal Flush
Straight Flush
Four of a Kind
Full House
Flush
Straight
Three of a Kind
Two Pair
One Pair
No Hand

Note: Multi-player mode is not available for Texas Hold 'Em.


CRAPS

General Description and Rules

The object of Craps is to predict the outcome of a roll of the dice. The first roll of the dice is called the "Come Out" roll.



Types of bets

 **Pass Line Bets** - This is by far the most popular bet at the Craps table. A wager on the Pass Line wins if the first roll of the dice (the Come Out Roll) is a 7 or 11 and loses if a 2, 3 or 12 is first rolled. If a 4, 5, 6, 8, 9 or 10 is rolled, that number becomes the Point. To win the bet, the player (or shooter) must repeat the Point before a 7 is rolled. If the Shooter rolls a 7 before the Point is repeated, the Pass Line bet loses. A winning bet is paid even money. Once the point has been established, this bet may not be removed or altered.



Don't Pass Line Bets - This is the opposite of the Pass Line bet. This bet wins if the shooter rolls a 2 or 3 on the Come Out roll and loses immediately if a 7 or 11 is rolled on the Come Out. If a 12 is rolled, it's a tie and play continues. Once the point has been established, this bet wins if the shooter rolls a 7 before the point is repeated.

Come Bets - Come Bets may be wagered after the point has been established on the Come Out roll. The rules for this bet are the same as the Pass Line bet. If the shooter rolls a 4,5,6,8,9 or 10 after the Come Bet has been placed, the dealer will move the Come Bet from the Come area to the corresponding box for that particular number. Just as with the Pass Line bet, this wager may not be reduced or removed until play is completed. A winning wager is paid even money.

Don't Come Bets - This bet is the opposite of the Come Bet. it may be wagered any time after the point has been established on the Come Out Roll. If a 4,5,6,8,9 or 10 is rolled after a Don't Come Bet has been placed, the dealer will move the wager from the Don't Come area to the corresponding box for that particular number. The rules for winning are the same as the Don't Pass Bet. A winning wager is paid even money.

Double Odds Bets - After a "point" or "come point" has been established, a player may further back up his bet by placing an odds bet upon their original Pass/Don't Pass/Come/Don't Come bet. The player may place up to twice the amount of the original bet.


Hard Way Bets - Whenever a shooter rolls doubles and the outcome is a 4,6,8 or 10 the shooter is said to have hit the number the "hard way," that is, by rolling doubles. If any of these same numbers are rolled and the outcome is not doubles, the shooter is said to have hit the number the "easy way." *Example:* A shooter rolls a pair of 5's and has a Hard 10, or 10 The Hard Way. Another example: The shooter rolls 6 and 4. This is an Easy 10 or 10 the Easy Way. Possible Hard Way bets are 4,6,8 or 10. A Hard Way bet wins when the shooter rolls a number the Hard Way. A Hard Way Bet loses if the shooter rolls a number the Easy Way or if the shooter rolls a 7. Hard Way 4 and 10 pay 7 to 1. Hard Way 6 and 8 pay 9 to 1.




64


One Roll Bets


These are wagers on the outcome of a single roll of the dice. The player immediately loses or wins dependent on the next roll of the dice.

 **Field** - This is a wager that the next roll be a 2,3,4,9,10,11 or 12. Pays 1 to 1 except on 2, which pays 2 to 1, or 12, which pays 3 to 1.


 **Any Craps** - This is a wager that the next roll will be a 2,3 or 12. Pays 7 to 1.

 **Any Seven** - This is a wager that the next roll will be a 7. Pays 4 to 1.

 **Three/Eleven** - Betting on either number, this is a wager that the next roll will be a 3 or 11. Pays 15 to 1.

 **Two/Twelve** - Betting on either number, this is a wager that the next roll will be a 2 or 12. Pays 30 to 1.

 **Craps-Eleven** - This is a wager that the next roll will be 2,3,11 or 12. Pays 4 to 1.

 **Horn** - This is a four-way bet that requires four chips. This is a wager that the next roll will be a 2,3,11 or 12. Pays 29 to 1 for the 2 or 12 and pays 14 to 1 for the 3 and 11.

Note: Payouts on the craps table are described using the term “for” instead of “to” as described here. It is a subtle difference, but a payout of “8 for 1” is the same as a payment of “7 to 1”. Because of memory limitations, there is a limit of 40 bet placements at any time. Multiplayer mode is available for Craps. Each player can place and edit their bets independently of the other players. As betting begins, the screen will split to show each player’s bets separately. When there are more than two players, the screen splits into four sections. When there are two players, the screen splits in half. Once bets are placed and confirmed, the screen joins back together for the roll of the dice.

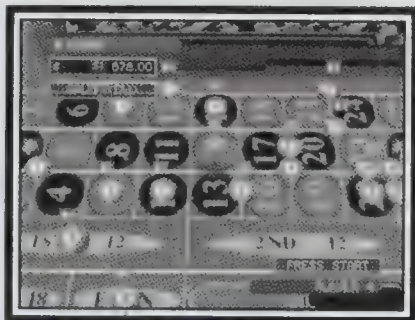




ROULETTE

General Description and Rules

The object of Roulette is to guess the color and/or the number of the slot in which the spinning ball will come to rest. The dealer spins the ball counter to the wheel's spin until it falls into a slot in the wheel. The slot's number and color determine the winner. Of the slots in the wheel numbered 1 to 36, half are red, half are black. Two additional green slots are numbered 0 and 00 (total of 38 slots). Roulette offers a huge variety of bets - - more than any other casino table game. Some of the possible bets are odd vs. even, red vs. black and high vs. low. Pay-offs range from even money to 35 to 1.



Note: Multiplayer mode is available for roulette. Each player can place and edit their bets independently of the other players. As betting begins, the screen will split to show each player's bets separately. When there are more than two players, the screen splits into four sections. When there are two players, the screen splits in half. Once bets are placed and confirmed, the screen joins back together for the spin of the wheel. Because of memory limitations, there is a limit of 40 bet placements at any time.

MINI-BACCARAT

General Description and Rules

The object of Baccarat is to have a wager on the hand that gets closest to a total of 9. The player wagers on the Player hand, the Bank hand and/or the Tie. The dealer gives two cards to the Player and two cards to the Bank. All face cards and 10 value cards count as zero. All other cards use their face value.

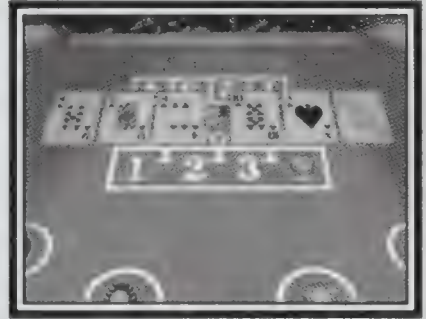




Sample Hands:

9+7=16 Hand counts as 6 5+5+5=15 Hand counts as 5 10+9=19 Hand is a "natural" 9

A third additional card may be dealt, but the player does not ask for a third card. All additional cards are subject to a third card rule. No hand will receive more than three cards. When the Player and Bank hands are the same total, the hand is a Tie. A wager may be placed prior to the cards being dealt. Winning tie wagers pay 9 for 1.



Player's Hand:

- 0-5 Player Hand must draw
- 6-7 Player Hand must stand
- 8-9 "Natural" (both hands stand)

Banker's Hand:

- 0-2 Bank Hand must draw
- 3-6 Third card to Player Hand determines draw or stand
- 7 Bank Hand must stand
- 8-9 "Natural" (both hands stand)

Third Card Rules

When Bank Hand Totals 3-6:

Bank Hand Totals	Bank Hand Draws If Player's 3rd Card Is:	Bank Hand Stands If Player's 3rd Card Is:
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10



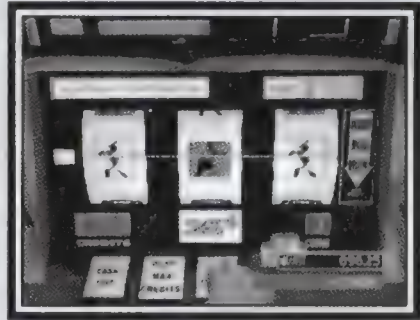


Note: Multiplayer mode is available for Mini-Baccarat. Each player can place and edit their bets independently of the other players. As betting begins, the screen splits into four sections. When there are two players, the screen splits in half. Once bets are placed and confirmed, the screen joins back together for the deal of the cards.

SLOT MACHINES

General Description and Rules

Golden Nugget 64 has a wide variety of slot machines. They are all basically identical in their functionality, but differ in the denomination of coins used, the images depicted on the wheels, and the number of payoff lines.



Note: Multiplayer mode is not available for Slots.

BIG SIX (MONEY WHEEL)

General Description and Rules

Big Six, also called the Money Wheel, is a large spinning wheel with 54 slots, each representing one of six different payoff levels. The point of the game is to guess the number at which the wheel will stop.





The different pay-outs are:

- 1 to 1** Marked with a \$1 bill and occupying 24 of the 54 wheel slots
- 2 to 1** Marked with a \$2 bill and occupying 15 of the 54 wheel slots
- 5 to 1** Marked with a \$5 bill and occupying 7 of the 54 wheel slots
- 10 to 1** Marked with a \$10 bill and occupying 4 of the 54 wheel slots
- 20 to 1** Marked with a \$20 bill and occupying 2 of the 54 wheel slots
- 40 to 1** Marked with a Golden Nugget logo and occupying 1 of the 54 wheel slots
- 40 to 1** Marked with the Joker and occupying 1 of the 54 wheel slots

Note: Multiplayer mode is available for Big Six. Each player can place and edit their bets independently of the other players. As betting begins, the screen will split to show each player's bets separately. When there are more than two players, the screen splits into four sections. When there are two players, the screen splits in half. Once bets are placed and confirmed, the screen joins back together for the spin of the wheel.

VIDEO POKER

General Description and Rules

Video Poker is a fast paced, single-player game of 5-Card Draw that pays according to the rank of the player's hand instead of paying a pot. Betting is similar to slot machines in that the more coins a player plays on a given hand, the more money they can potentially win.



Note: Multiplayer mode is not available for Video Poker.



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Tommy Rolfs

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Quinno Martin

Lead Designer

Chris Rausch

Programmers

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Steve Martin
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Matt Arrington

Artist

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Additional Art

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Special Thanks To The Golden Nugget Hotel and Casino

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Male dealer

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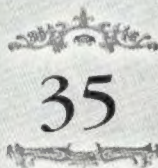
Special Thanks

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Technical Support

Online Technical Support is available at WWW.WESTWOOD.COM

Customer service information and answers to common technical problems are available on this website.

Automated Technical Support is available at (949)833-1999

From a touch-tone phone customer service information and answers to common technical problems are available on this system. Choose the option to "Begin a new trouble shooting session" to begin this process.

FAX Technical Support is available at (949)833-2001

Include the title of the game, a complete description of the problem, along with the exact point in the game or in the install that it occurs. Include any error messages if any that you see. Include a phone number you can be reached at in case we have any further questions.

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